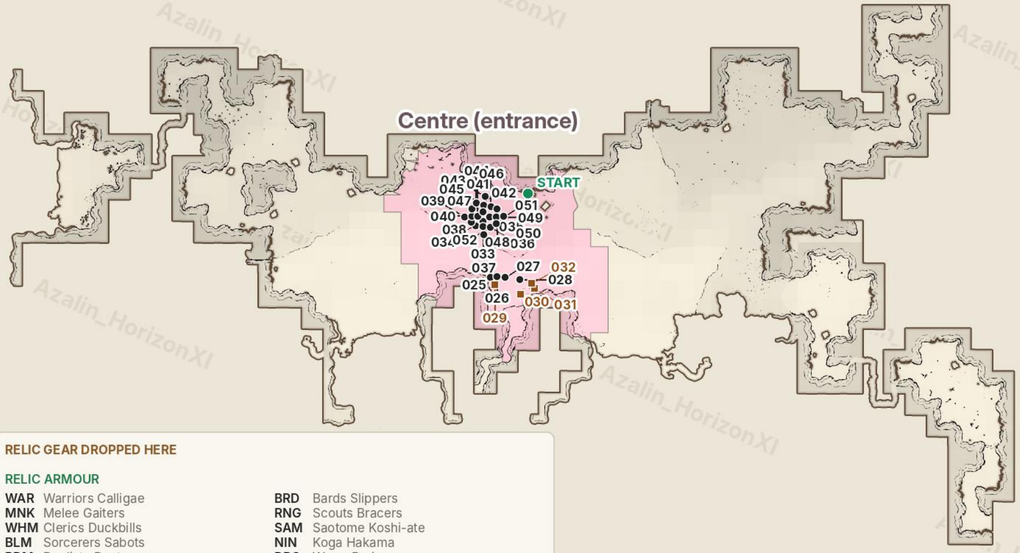
Dynamis – Valkurm

Map 2 — the wave unlocked by defeating the megaboss. 28 spawn points.



Azalin_HorizonXI
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RELIC GEAR DROPPED HERE

RELIC ARMOUR

WAR	Warriors Calligae	BRD	Bards Slippers
MNK	Melee Gaiters	RNG	Scouts Bracers
WHM	Clerics Duckbills	SAM	Saotome Koshi-ate
BLM	Sorcerers Sabots	NIN	Koga Hakama
RDM	Duelists Boots	DRG	Wyrm Brais
THF	Assassins Bonnet	SMN	Summoners Spats
PLD	Valor Leggings	BLU	Mirage Charuqs
DRK	Abyss Sollerets	COR	Commodore Trews
BST	Monster Helm	PUP	Pantin Churidars

RELIC ARMOUR –1

WAR	Warriors Mask –1	BRD	Bards Roundlet –1
MNK	Melee Crown –1	RNG	Scouts Beret –1
WHM	Clerics Cap –1	SAM	Saotome Kabuto –1
BLM	Sorcerers Petasos –1	NIN	Koga Hatsuburi –1
RDM	Duelists Chapeau –1	DRG	Wyrm Armet –1
THF	Assassins Bonnet –1	SMN	Summoners Horn –1
PLD	Valor Coronet –1	BLU	Mirage Keffiyeh –1
DRK	Abyss Burgeonet –1	COR	Commodore Tricorne –1
BST	Monster Helm –1	PUP	Pantin Taj –1

RELIC ACCESSORY

WHM	Clerics Belt	BRD	Bards Cape
BLM	Sorcerers Belt	SMN	Summoners Cape
THF	Assassins Cape	BLU	Mirage Mantle
PLD	Valor Cape	COR	Commodore Belt
BST	Monster Belt		

LEGEND

- ● 000 Statue (red eyes) — gives nothing back
- ● 000 HP statue (blue eyes) — refills your HP
- ● 000 MP statue (green eyes) — refills your MP
- ● 000 Time extension statue
- ■ 000 Nightmare mob group (count on the right)
- ◆ 000 Notorious monster / special mob
- ● Entrance

List: right-hand number = total mobs that pop

DANGER MOBS

These resist sleep, and each has a two-hour that can end a pull.

Every NIN (Mijin Gakure) — self-destructs for heavy damage to everything around it; keep the melee from stacking on it.

Every WHM (Benediction) — heals itself to full and clears every debuff you landed on it; silence it or burn it down first.

Every RNG (Eagle Eye Shot) — one enormous hit, enough to drop a light-armour job outright; keep it off the back line.

Every PLD (Invincible) — takes no physical damage while it is up; melee hold TP and switch target, magic still lands. Resists roughly 3 sleeps in 10 outright.

Which mobs those are, by family:

Goblin: Hitman, Alchemist, Ambusher, Armorer
Orc: Backstabber, Amputator, Predator, Trooper
Quadav: Kusa, Constable, Mason, Defender
Yagudo: Assassin, Priest, Salvager, Exemplar

ASPIR TARGETS — THESE CARRY MP

Statues · every PLD, DRK, SMN, BLM, WHM, RDM · Avatar · Crow · Hecteyes · Scorpion · Slime · Wyvern

SILENCE ASAP

Beastmaster pets cast one AoE spell and nothing else, so silence lands the moment they are pulled. Take them first.

Crow (BST pet) — casts Silencega: it will shut your own casters down before anything else happens

Hecteyes (BST pet) — casts Dispelga: strips your buffs off the whole party

Scorpion (BST pet) — casts Breakga: petrifies the party; nobody acts until it wears

Slime (BST pet) — casts Paralyga: paralysis across the party stalls the pull every BRD, BLM, WHM, RDM

BRD mobs carry Resist Silence and shrug off roughly 3 casts in 10. Expect to recast.

SLEEP

The statues are immune to sleep, lullaby, silence and slow.

Lullaby lands where Sleep struggles: Fairy Ring, Nightmare Funguar (Sleep +4 / Lullaby -3), Hecteyes (Sleep +2 / Lullaby -2) and Cirrate Christelle (Sleep +4 / Lullaby -2).

Everything else in the zone has no sleep resistance in the server data.

Sleep and silence land full, half, or not at all — never a sliver. That is every mob in Dynamis, so keep a second sleeper ready.

Danger / aspir / silence is Tek's idea (HorizonXI), from his four city guides, extended to this zone from its own mobs and the server data. PLD and the sleep note are additions by Azalin (HorizonXI).

CENTRE (ENTRANCE)		mobs
025	1 THF, 1 DRG, 1 SMN	3
026	1 THF, 1 DRG, 1 SMN	3
027	1 THF, 1 DRG, 1 SMN	3
028	1 THF, 1 DRG, 1 SMN	3
029	Nightmare Manticore ×3	3
030	Nightmare Hippogryph ×3	3
031	Nightmare Sabotender ×3	3
032	Nightmare Sheep ×3	3
033	1 WAR, 1 RDM, 1 RNG	3
034	1 MNK, 1 WHM, 1 NIN	3
035	1 BLM, 1 PLD, 1 SAM	3
036	1 DRK, 1 BST, 1 BRD	3
037	1 THF, 1 DRG, 1 SMN	3
038	1 WAR, 1 RDM, 1 RNG	3
039	1 MNK, 1 WHM, 1 NIN	3
040	1 BLM, 1 PLD, 1 SAM	3

CENTRE (ENTRANCE) (CONT.)		mobs
041	1 DRK, 1 BST, 1 BRD	3
042	1 THF, 1 DRG, 1 SMN	3
043	1 WAR, 1 RDM, 1 RNG	3
044	1 MNK, 1 WHM, 1 NIN	3
045	1 BLM, 1 PLD, 1 SAM	3
046	1 DRK, 1 BST, 1 BRD	3
047	1 THF, 1 DRG, 1 SMN	3
048	1 WAR, 1 RDM, 1 RNG	3
049	1 MNK, 1 WHM, 1 NIN	3
050	1 BLM, 1 PLD, 1 SAM	3
051	1 DRK, 1 BST, 1 BRD	3
052	1 THF, 1 DRG, 1 SMN	3

v1.0 · Built from AirSkyBoat 75-era Dynamis spawn data · Floor plan from LandSandBoat navmesh · Danger/aspir/silence after Tek (HorizonXI) · Map by Azalin (HorizonXI)